

# Champions Character Sheet

Nom de Guerre : Artificer  
 Nationality : Roman  
 Base of Operations : Rome

Sex : Male  
 Identity : N/A  
 Group Affiliation : Host of Heaven

Value	Stat	Cost	Points
50*	Str	x1	30
14	Dex	x3	12
23	Con	x2	26
12	Body	x2	4
23	Int	x1	13
11	Ego	x2	2
13	Pre	x1	3
4	Com	x <sup>1/2</sup>	-3
12*	PD	x1	0
12*	E D	x1	5
4	Spd	x10	16
14	Rec	x2	2
46	End	x <sup>1/2</sup>	0
44	Stun	x1	0
Total			110

OCV (Dex/3) : 5  
 DCV (Dex/3) : 5  
 ECV (Ego/3) : 4

Dex Roll (9+Dex/5) : 12-  
 Int Roll (9+Int/5) : 14-  
 Ego Roll (9+Ego/5) : 11-  
 Percep Roll (9+Int/5) : 14-

Phases : 3 6 9 12

Maximum Lift with Strength : 25600 kg

Endurance cost for Strength : 2

\* Including Density Increase

End	Powers / Skills	Pts
-	6rPD, 6rED Damage Resistance	6
-	5 points Visual Flash Defence	5
-	2 Lvls Density Increase, 0 End, Persistent, Always On - +10 Str, +2 PD, +2 ED, -2" KNB, x 4 Mass (400 kg)	13
-	LS : Immune to Disease and Toxins	6
-	LS : Immune to Temperature Extremes	3
-	LS : Immune to Pressure Extremes	3
-	LS : Immune to Hard Radiation	3
-	LS : Doesn't Eat, Sleep or Excrete	5
-	-2" Swimming (0" total) - Cannot Swim	-2
2	1/2 Endurance Cost on Strength	12
-	IR Vision	5
-	x 100 Microscopic Vision	6
-	Detect Material Composition, Discriminatory	8
1	1d6 Cumulative Major Transform, 1/2 End, To Any Material Object, No Range, Inanimate Matter Only (-1/2), Concentrate 0 DCV Throughout (-1), Requires an Inventor Skill Roll (at -3), 1 Turn Extra Time	7
	Eidetic Memory	10
	Lightning Calculator	3
	Speed Reading	3
	Inventor 20- Paramedic 14- 15,3	
	Bureaucrats 12- Demolitions 11- 3,3	
	Electronics 11- Mechanical 11- 3,3	
	Weaponsmith (Hvy Weapons, Slugthrowers) 11- 4	
	Scholar 2	
	KS : Military 14- KS : The Church 14- 2,2	
	KS : Vehicles 16- KS : Weapons 16- 4,4	
	KS : Combat Engineering 14- 2	
	PS : Armourer 14- PS : Vehicle Designer 14- 3,3	
	Scientist 3	
	SC : Physics 14- SC : Mathematics 14- 2,2	
	SC : Aerodynamics 14- SC : Explosives 14- 2,2	
	SC : Materials Science 14- 2	
	SC : Mechanical Engineering 15- 3	
	SC : Electrical Engineering 14- 2	
	SC : Nuclear Physics 14- 2	
	SC : Metallurgy 14- SC : Architecture 14- 2,2	
	+4 with Technical Skills 20	
	TF : Ground Vehicles, Boats, Air Vehicles 5	
	WF : Small Arms, Heavy Weapons 4	
	WF : Vehicles Weapons, Emplaced Weapons 2	
	Italian - Native -	
	Latin - Completely Fluent with Accent 2	
Total		210

Disadvantages	Pts	
3d6 Body and Stun if disobeys orders (unc, instant), 3d6 Body and Stun if thinks disloyal thoughts (unc, instant)	60	
Reputation (member of the Host, 8-, extreme), Physical Limitation - Masses 400 kg (Frequent, Slight)	20	
Distinctive Features (Not Concealable, major reaction) - Short, reddish skin, red eyes, black hair	15	
Fanatical Devotion to the Pope (cmn, tot), Always obeys orders (v.cmn, str)	40	
Driven to Tinker with Machinery/Invent new Devices (cmn, str)	15	
Watched (The Church, more, NCI, 14-), Hunted (Heretics, less, NCI, 11-)	30	
Total		180

Total Points ( 140 + Disadvantages ) = 320

Created by Innocent XIV to more effectively devise new machines for the war against heresy. Although useful they have proved slightly unreliable due to their obsession with tinkering and improving things even when it is not necessary. For this reason there are never more than a dozen artificers at a time, and they are all kept apart, working with teams of normal scientists and technicians. Only two artificers survived the nuclear war, and even they have not proved terribly useful in the aftermath due to the lack of an infrastructure to supply them.